Name:	Race:		
Player:			
Gender:			
Age:			
/ Ng c.			
	CHARAC T ER	ISTICS	
Strength ()		Presence ()	Initiative ()
Dexterity ()	Perception ()	Vill ()	Movement ()
Endurance ()	Tech ()	aith ()	Defense ()
	. Etievette	Think Mach	aine O
O Natural Skill	Etiquette S Gaming	Think Mach Torture	
Fight (3) Influence (3)	Gunnery	Warfare	— 0
O Influence (3)	Investigation	Watercraft	— lo
O Lore [] (3		X-Eyes	— ₀
1	S) Landcraft	Xeno Lore	, —
O Lore [] (3 Lore [Phoenix Empire] (3		Xeno Lore	
O Observe (3)	Life Science	Xello Lore	, — 0
O Sneak (3)	Lockpicking		₀
TI (2)	Lockpicking Lore [7	
Vigor (3)	Lore [
O ₁	Lore	_	o
O Learned Skill	s Lore [1	
O Aircraft	Melee		$=$ $\begin{bmatrix} 0 \\ 0 \end{bmatrix}$
Annlied Science	Performance		
O Archery	Performance		——— — o
O Artifact Melee	Physical Science		
O Artillery	Physick		
Δrts [l Ride		
O Arts [] Self Control		——— — [0
O Athletics	Sleight of Hand		
O Beastcraft	Slug Guns		o
O Bureaucracy	Social Science		
Craft [] Spacecraft		
O Craft [Spacecraft Operations		o
4 O Demolitions	Spy Eye		0
o Disguise	Streetwise	ism	Psi 🗆 🗆 Urge 📗 O
Empathy	Survival	Occultism — Theu	
Energy Guns	Tech Redemption	o Theu	ırgy 🗌 🗎 Hubris 📗 🛭 🔾
O Ether Ear	Terraforming		0
			Dice
Blessings / Curse	s	Benefices / Affliction	ns 1
Name +/- Trait		Benefices Pts.	Afflictions 2-3
			O
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			20

Hair Eyes	Descri			From character Stootpour The history						
	ght:			E						
_	ight:			The history						I
	pearance:			V						
	Prop	- ution	<u> </u>	Rite/Power	Level	Roll	Range	Duration	Component	Wyrd
Fire	Prope birds:	rties	1							
111 €.	Jiius			Powers						
				8 ———						
_				Occultism						
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	Oth		7	Name	Pts. Inc			Traits		
	Our	.ers	7							
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	Action	Goal	Dmg	Others		Action	Goal	Dmg	Others	
	Aim	+1/turn	_	Max 3 turns		trike		2d/Wpn		-
	Burst (3)	+2	+3	- ·	12	irapple		2d	Str+Vig/Str+	
suc	Burst (6)	-2	+5	Ignore 2 Defense	Su Ki	nockdown	4	3d	Str+MI/Dx+	
cap	Empty Clip	-4	+7	Ignore 3 Defense		oisarm On a skaut	-4	3d	Dmg/Str+\	
×.	Supressing Fire	-2		Special	3 KI	nockout	-4	3d	Special May 4d	
TO	1					harge		1d/m	Max 4d	
Ranged Weapons	I				Melee					
Rar	1				Ž					
	<i>1</i>						<u> </u>			
	1									
	<i>1</i>									
	Weapon	Roll	Goal	Dmg Str/Rng Sh	hots Ra	ate Size	Others			
		Non	Gou,	Ding Juling	1013	NC 3,20	Outers		<i>1</i> ———	
suc	1								Rating:	
Weapons	1							Armor	Str: Dx: Er	
We	1							{	□н□ғ	ΠL
	1									
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	Stance			Description				70		
	Aggressive Stance		-2 Def	ense and +4 Goal / +2	2D Damac	10		Shield	ı — <u> </u>	
Ses	Defensive Stance			+2 Defemse and -5 (A	S	(()
-	Full Defensive Stance	rce.	+4 Def	fense and only movem		ed	A	Energy	Hits:	
S	1			and and any				nei	1	
	4						4		4	